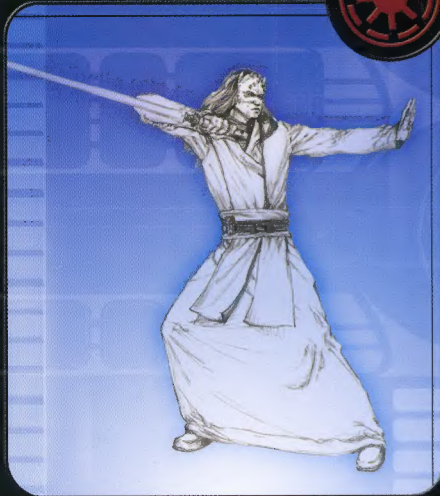


**AGEN KOLAR,
JEDI MASTER**



**STAR
WARS™**



**AGEN KOLAR,
JEDI MASTER**

32

Hit Points

120

Defense

19

Attack

+13

Damage

20

Special Abilities

Unique

Melee Attack (Can attack only adjacent enemies)

Force Powers

Force 4

Force Burst (Force 2, replaces turn: 10 damage to all other characters within 6 squares)

Force Thrust (Force 1, replaces attacks: 6 squares; 20 damage; save 11 for 10 damage)

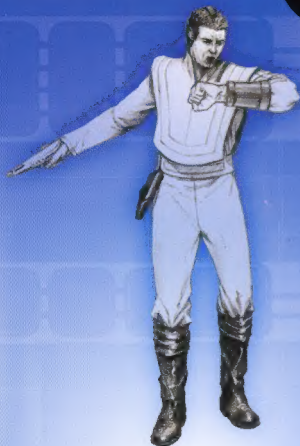
Recovery 20 (Force 1, replaces turn: Remove 20 damage from this character)

*This Zabrak Jedi Master has an iron will
and a calm exterior.*



**STAR
WARS™**

ALDERAAN TROOPER



**STAR
WARS**™



ALDERAAN TROOPER

6

Hit Points

10

Defense

13

Attack

+5

Damage

10

Special Abilities

Synchronized Fire (Alderaan Troopers who combine fire with this character grant +6 Attack instead of +4)



Alderaan troopers are fiercely loyal to their world and the Republic.

**STAR
WARS**™

**ANAKIN SKYWALKER,
JEDI KNIGHT**



**STAR
WARS™**



**ANAKIN SKYWALKER,
JEDI KNIGHT**

29

Hit Points

100

Defense

18

Attack

+12

Damage

20

Special Abilities

Unique

Double Attack (On his turn, this character can make 1 extra attack instead of moving)

Impulsive Sweep (Whenever a Unique allied character is defeated, this character can immediately attack each adjacent enemy once)

Melee Attack (Can attack only adjacent enemies)

Force Powers

Force 4

Lightsaber Riposte (Force 1: When hit by a melee attack, this character can make an immediate attack against that attacker)

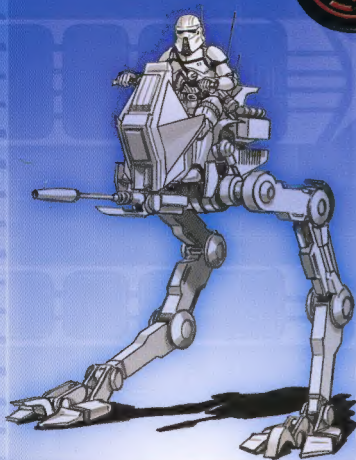
Gifted with extraordinary Force ability, Anakin struggles to resist the dark side.



3/60 ★

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**STAR
WARS™**



Hit Points

60

Defense

18

Attack

+10

Damage

40

Special Abilities

Order 66

Rigid (Can't squeeze)

Speed 8 (Can move up to 8 squares and attack, or 16 squares without attacking)

Mounted Weapon (Only allies with Mounted Weapon or adjacent allies with Gunner can combine fire with this character)



This personal walker is the latest in clone trooper armaments.

**STAR
WARS™**



4/60





**STAR
WARS™**



Hit Points

70

Defense

17

Attack

+6

Damage

10

Special Abilities

Unique

Alderaan Senator (Counts as an Alderaan Trooper)

Synchronized Fire (Alderaan Troopers who combine fire with this character grant +6 Attack instead of +4)

Commander Effect

Whenever one or more allied Alderaan Troopers combine fire with another Alderaan Trooper, the attacker gets +10 Damage.

A senator from Alderaan, noble Bail Organa strives to keep the Republic from falling.

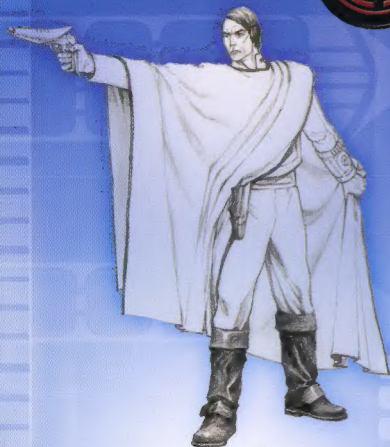


**STAR
WARS™**



5/60




**STAR
WARS™**


Hit Points

60

Defense

15

Attack

+6

Damage

10

Special Abilities

Unique

Commander Effect

Followers within 6 squares who target a Fringe character get +4 Attack and +10 Damage.



Captain of the Tantive IV, Antilles remains a loyal confidant of Senator Organa.

**STAR
WARS™**

**CHEWBACCA
OF KASHYYYK**



**STAR
WARS™**



**CHEWBACCA
OF KASHYYYK**

25

Hit Points

80

Defense

16

Attack

+6

Damage

20

Special Abilities

Unique

Double Attack (On his turn, this character can make 1 extra attack instead of moving)
Momentum (If this character has moved this turn, he gets +4 Attack and +10 Damage against adjacent enemies)



*This young and noble Wookiee believes in honor
and doing the right thing.*

**STAR
WARS™**

CLONE TROOPER



STAR WARS™



CLONE TROOPER

9

Hit Points

10

Defense

13

Attack

+6

Damage

20

Special Abilities

Order 66



Superbly trained and conditioned, and literally built for war, a clone trooper fears no enemy.



8/60



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CLONE TROOPER



**STAR
WARS**™



CLONE TROOPER

9

Hit Points

10

Defense

13

Attack

+6

Damage

20

Special Abilities
Order 66



Superbly trained and conditioned, and literally built for war, a clone trooper fears no enemy.

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9/60



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**CLONE TROOPER
COMMANDER**



**STAR
WARS**™



**CLONE TROOPER
COMMANDER**

13

Hit Points

30

Defense

14

Attack

+10

Damage

10

Special Abilities
Order 66

Commander Effect

Trooper followers within 6 squares get +3 Attack if they do not move this turn.



Bred to lead troops into battle, the commander is a fearless tactician.

**STAR
WARS**™

**CLONE TROOPER
GUNNER**



**STAR
WARS™**



**CLONE TROOPER
GUNNER**

8

Hit Points

10

Defense

15

Attack

+6

Damage

10

Special Abilities

Order 66

Gunner (Can combine fire with adjacent allies who have **Mounted Weapon**)



Clone trooper gunners are trained in the use of heavy and mounted weapons.

**STAR
WARS™**



Hit Points

50

Defense

17

Attack

+5

Damage

20

Special Abilities

Melee Attack (Can attack only adjacent enemies)

Force Powers

Force 2



A Jedi never acts from hatred or aggression...

**STAR
WARS™**

**STAR
WARS™**

**MACE WINDU,
JEDI MASTER**



**STAR
WARS™**



**MACE WINDU,
JEDI MASTER**

65

Hit Points

150

Defense

22

Attack

+16

Damage

20

Special Abilities

Unique

Melee Attack (Can attack only adjacent enemies)

Triple Attack (On his turn, this character can make 2 extra attacks instead of moving)

Force Powers

Force 5

Lightsaber Block (Force 1: When hit by a melee attack, this character takes no damage with a save of 11)

Shockwave (Force 2, replaces attacks: All characters within 6 squares are considered activated this round; save 11)

Whirlwind Attack (Force 1, replaces turn: Attack each adjacent enemy twice)

A senior member of the Jedi Council, Mace speaks with authority and conviction.



**STAR
WARS™**



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WARS™**



Hit Points **30**

Defense **11**

Attack **+0**

Damage **0**



Special Abilities

Unique

Republic Reserves 20 (If you roll a 20 for initiative, you can add up to 20 points of Republic characters to your squad immediately before your first activation of the round)

Commander Effect

Followers within 6 squares can make 1 immediate attack at +10 Damage when they are defeated.

The senator from Chandria, Mon Mothma is a secret opponent of Palpatine.

**STAR
WARS™**

**OBI-WAN KENOBI,
JEDI MASTER**



**STAR
WARS™**



**OBI-WAN KENOBI,
JEDI MASTER**

42

Hit Points

120

Defense

21

Attack

+15

Damage

20

Special Abilities

Unique

Double Attack (On his turn, this character can make 1 extra attack instead of moving)

Melee Attack (Can attack only adjacent enemies)

Force Powers

Force 5

Force Heal 20 (Force 2, replaces attacks: touch; remove 20 damage from a non-Droid character)

Lightsaber Assault (Force 1, replaces attacks: Make 2 attacks)

Lightsaber Deflect (Force 1: When hit by a nonmelee attack, this character takes no damage with a save of 11)

Commander Effect

Allied Anakin within 6 squares gets +4 Attack.



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**STAR
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Hit Points

10

Defense

11

Attack

+0

Damage

0

Special Abilities

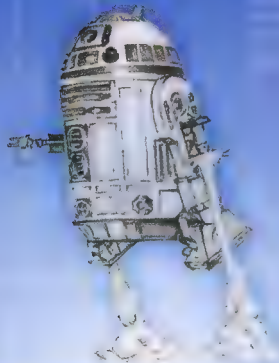
Heal 10 (Replaces attacks: touch; remove 10 damage from a non-Droid character)



A dedicated healer operating in a remote and hidden outpost.

**STAR
WARS™**

**R2-D2,
ASTROMECH DROID**



**STAR
WARS**



**R2-D2,
ASTROMECH DROID**

9

Hit Points

30

Defense

17

Attack

+8

Damage

0

Special Abilities

Unique

Droid (Immune to critical hits; not subject to commander effects)

Flight (Ignores difficult terrain, enemy characters, low obstacles, and pits when moving)

Electric Shock +10 (+10 Damage against adjacent Droid enemies)

Override (At the end of his turn, this character can designate 1 door that he can see as open or closed; it remains open or closed until the end of this character's next turn, or until he is defeated)

Tow Cable (Replaces turn: This character and an adjacent ally can move up to 12 squares simultaneously; during this move, that ally gains **Flight** [Ignores difficult terrain, enemy characters, low obstacles, and pits when moving]). At the end of the move, that ally must be adjacent to this character.)



**STAR
WARS**

SENATE GUARD



**STAR
WARS**



SENATE GUARD

13

Hit Points

20

Defense

16

Attack

+6

Damage

30

Special Abilities

Bodyguard (If an adjacent ally would take damage from an attack, this character can take the damage instead)

Heavy Weapon (Can't attack and move in the same turn)



Dedicated to protecting the Senate, these blue-clad guards act swiftly at the hint of danger

**STAR
WARS**



**STAR
WARS™**



Hit Points

70

Defense

19

Attack

+12

Damage

20

Special Abilities

Unique

Melee Attack (Can attack only adjacent enemies)

Crowd Fighting (This character gets +2 Attack for each adjacent character other than her target)

Stealth (If this character has cover, she does not count as the nearest enemy for an attacker farther than 6 squares when choosing targets)

Force Powers

Force 3

Lightsaber Sweep (Force 1: replaces attacks: Attack each adjacent enemy once)

Force Leap (Force 1: This turn, this character can move through enemy characters without provoking attacks of opportunity)



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Hit Points

60

Defense

18

Attack

+8

Damage

20

Special Abilities

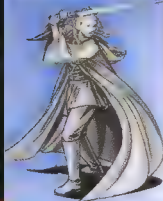
Unique

Melee Attack (Can attack only adjacent enemies)

Force Powers

Force 4

Force Heal 30 (Force 2, replaces attacks: touch; remove 30 damage from a non-Droid character)

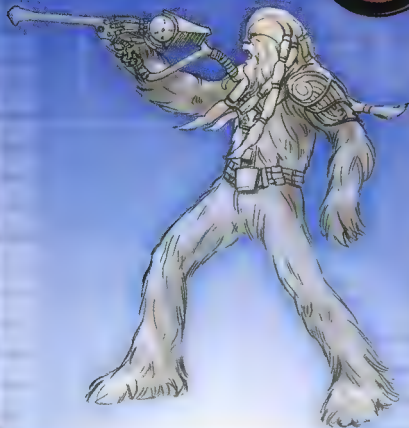


This Jedi Knight is an experienced warrior and trusted field agent of the Jedi Council.

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WARS™**



20/60 ★



**STAR
WARS™**



Hit Points

90

Defense

16

Attack

+7

Damage

20

Special Abilities

Unique

Momentum (If this character has moved this turn, he gets +4 Attack and +10 Damage against adjacent enemies)

Commander Effect

Followers within 6 squares get +4 Attack against adjacent enemies.



A brave Wookiee warrior and friend to Jedi Master Yoda.

**STAR
WARS™**


**STAR
WARS™**

Hit Points
40
Defense
10
Attack
+6
Damage
20
Special Abilities

Melee Attack (Can attack only adjacent enemies)

Momentum (If this character has moved this turn, he gets +4 Attack and +10 Damage against adjacent enemies)



Though a generally peaceful species, Wookiees are known to fly into a violent rage when angered or threatened.

**STAR
WARS™**

WOOKIEE SCOUT



**STAR
WARS™**



WOOKIEE SCOUT

10

Hit Points

30

Defense

13

Attack

+5

Damage

10

Special Abilities

Momentum (If this character has moved this turn, he gets +4 Attack and +10 Damage against adjacent enemies)

Stealth (If this character has cover, he does not count as the nearest enemy for an attacker farther than 6 squares when choosing targets)



The Wookiee tendency to wander and explore makes them ideally suited to be scouts.

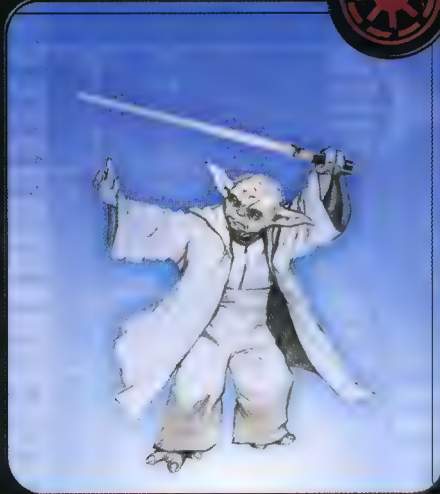
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**STAR
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Hit Points

140

Defense

21

Attack

+14

Damage

20

Special Abilities

Unique

Melee Attack (Can attack only adjacent enemies)

Triple Attack (On his turn, this character can make 2 extra attacks instead of moving)

Force Powers

Force 6

Force Defense (Force 3: Cancel a Force power used by a character within 6 squares)

Force Valor (Force 2: For the rest of the skirmish, this character gains the following commander effect: Followers within 6 squares get +2 Attack and +2 Defense)

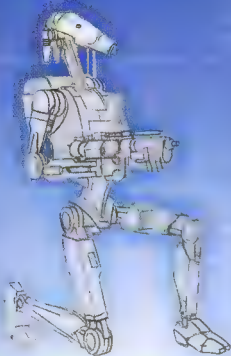
Lightsaber Deflect (Force 1: When hit by a nonmelee attack, this character takes no damage with a save of 1)

Commander Effect

Allied Wookiees within 6 squares gain **Bodyguard** (If an adjacent ally would take damage from an attack, this character can take the damage instead).



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Hit Points

10

Defense

9

Attack

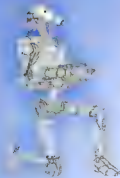
+0

Damage

10

Special Abilities

Droid (Immune to critical hits; not subject to commander effects)



An emotionless mechanical soldier that fights without mercy.

**STAR
WARS™**



**STAR
WARS™**


Hit Points

10

Defense

9

Attack

+0

Damage

10

Special Abilities

Droid (Immune to critical hits; not subject to commander effects)



An emotionless mechanical soldier that fights without mercy.

**STAR
WARS™**


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BODYGUARD DROID



**STAR
WARS**



BODYGUARD DROID

20

Hit Points

60

Defense

18

Attack

+8

Damage

20

Special Abilities

Droid (Immune to critical hits; not subject to commander effects)

Bodyguard (If an adjacent ally would take damage from an attack, this character can take the damage instead)

Lightsaber Resistance (+2 Defense when attacked by an adjacent enemy with a Force rating)

Melee Attack (Can attack only adjacent enemies)



This specialized droid is designed to protect and fight alongside General Grievous.

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WARS**



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**STAR
WARS™**



Hit Points

60

Defense

18

Attack

+8

Damage

20

Special Abilities

Droid (Immune to critical hits; not subject to commander effects)

Bodyguard (If an adjacent ally would take damage from an attack, this character can take the damage instead)

Lightsaber Resistance (+2 Defense when attacked by an adjacent enemy with a Force rating)

Melee Attack (Can attack only adjacent enemies)



This specialized droid is designed to protect and fight alongside General Grievous.

**STAR
WARS™**



ZL/GH



**STAR
WARS™**



Hit Points

120

Defense

20

Attack

+15

Damage

20

Special Abilities

Unique

Dark Inspiration (At the start of the skirmish, choose an allied character with a Force rating. For the rest of the skirmish, that character gains Lightsaber Duelist [+4 Defense when attacked by an adjacent enemy with a Force rating].)

Double Attack (On his turn, this character can make 1 extra attack instead of moving)

Lightsaber Duelist (+4 Defense when attacked by an adjacent enemy with a Force rating)

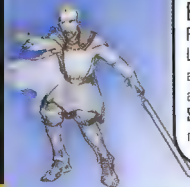
Melee Attack (Can attack only adjacent enemies)

Force Powers

Force 5

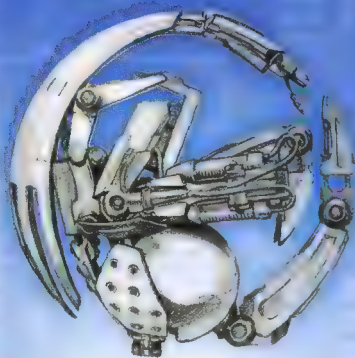
Lightsaber Block (Force 1: When hit by a melee attack, this character takes no damage with a save of 11)

Sith Lightning 30 (Force 2, replaces attacks: range 6; 30 damage)



**STAR
WARS™**

DESTROYER DROID



STAR WARS™



DESTROYER DROID

30

Hit Points

40

Defense

16

Attack

+8

Damage

20

Special Abilities

Droid (Immune to critical hits; not subject to commander effects)

Double Attack (On its turn, this character can make 1 extra attack instead of moving)

Shields 2 (When this character takes damage, make 2 saves; each roll of 11 reduces the damage dealt by 10)

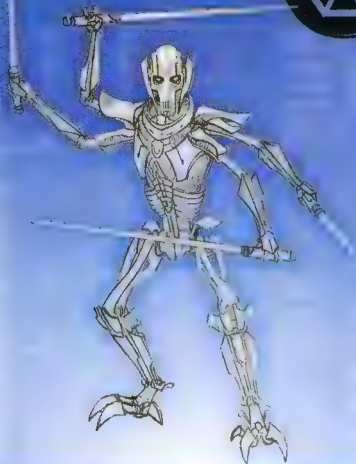
Wheel Form (This character can move up to 18 squares if it does not attack)



A formidable, heavy-duty killing machine designed to back up battle droids.

STAR WARS™

**GENERAL GRIEVOUS,
JEDI HUNTER**



**STAR
WARS™**



**GENERAL GRIEVOUS,
JEDI HUNTER**

42

Hit Points

100

Defense

19

Attack

+10

Damage

20

Special Abilities

Unique

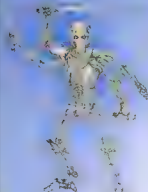
Cyborg (Counts as both a Droid and a non-Droid; subject to critical hits and commander effects)

Melee Attack (Can attack only adjacent enemies)

Quadruple Attack (On his turn, this character can make 3 extra attacks instead of moving)

Force Powers

Force I



When the moment is right, General Grievous unveils multiple, lightsaber-wielding arms.

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WARS™**



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**GENERAL GRIEVOUS,
SUPREME COMMANDER**



**STAR
WARS™**



**GENERAL GRIEVOUS,
SUPREME COMMANDER**

43

Hit Points

100

Defense

20

Attack

+12

Damage

20

Special Abilities

Unique

Cyborg (Counts as both a Droid and a non-Droid; subject to critical hits and commander effects)

Double Attack (On his turn, this character can make 1 extra attack instead of moving)

Melee Attack (Can attack only adjacent enemies)

Force Powers

Force I

Commander Effect

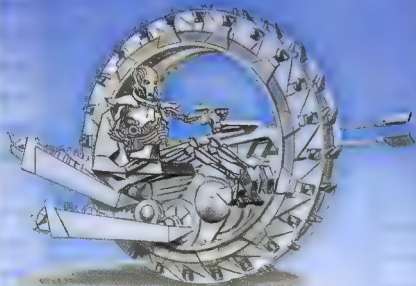
Droids are subject to this effect:

Non-Unique Droid followers within 6 squares get +4 Attack and gain **Double Attack** (On its turn, this character can make 1 extra attack instead of moving).



**STAR
WARS™**

GRIEVOUS'S WHEEL BIKE



**STAR
WARS™**



GRIEVOUS'S WHEEL BIKE

58

Hit Points

120

Defense

20

Attack

+10

Damage

30

Special Abilities

Unique (Counts as General Grievous)

Cyborg (Counts as both a Droid and a non-Droid; subject to critical hits and commander effects)

Wheeled (Replaces turn: Can move up to 18 squares, then attack)

Double Attack (On his turn, this character can make 1 extra attack instead of moving)

Mounted Weapon (Only allies with **Mounted Weapon** or adjacent allies with **Gunner** can combine fire with this character)

Force Powers

Force 1



General Grievous employs this wheeled vehicle to escape on Utapau

**STAR
WARS™**

MUUN GUARD



**STAR
WARS™**



MUUN GUARD

5

Hit Points

10

Defense

12

Attack

+6

Damage

10



Muun troops fight on the side of the Separatists.



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NEIMOIDIAN SOLDIER



**STAR
WARS™**



NEIMOIDIAN SOLDIER

10

Hit Points

10

Defense

13

Attack

+7

Damage

10

Special Abilities

Accurate Shot (Can attack an enemy with cover even if it's not the nearest enemy)



Neimoidian soldiers fight alongside battle droids to promote the Separatists' cause.

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NEIMOIDIAN SOLDIER



**STAR
WARS™**



NEIMOIDIAN SOLDIER

10

Hit Points

10

Defense

13

Attack

+7

Damage

10

Special Abilities

Accurate Shot (Can attack an enemy with cover even if it's not the nearest enemy)



Neimoidian soldiers fight alongside battle droids to promote the Separatists' cause.

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WARS™**



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**STAR
WARS™**



Hit Points

30

Defense

12

Attack

+3

Damage

10

Special Abilities

Unique

Melee Attack (Can attack only adjacent enemies)

Separatist Reserves 20 (If you roll a 1 for initiative, you can add up to 20 points of Separatist characters to your squad immediately before your first activation of the round)

Commander Effect

You activate only 1 character each phase.
(This includes Droid and Savage characters.)

*Chairman of the InterGalactic Banking Clan and
Separatist supporter, San Hill is a Muun*



**STAR
WARS™**



SEPARATIST COMMANDO


**STAR
WARS™**


SEPARATIST COMMANDO

10

Hit Points

20

Defense

15

Attack

+5

Damage

20

Special Abilities

Stealth (If this character has cover, he does not count as the nearest enemy for an attacker farther than 6 squares when choosing targets)



These soldiers fight for independence from the decaying Republic.

**STAR
WARS™**



**STAR
WARS™**



Hit Points

20

Defense

12

Attack

+2

Damage

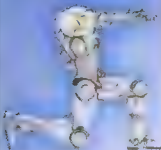
20

Special Abilities

Droid (Immune to critical hits; not subject to commander effects)

Charging Fire (Replaces turn: Can move up to 12 squares, then attack)

Synchronized Fire (Droid characters who combine fire with this character grant +6 Attack instead of +4)



A stronger, more durable battle droid packed in a reinforced shell.

**STAR
WARS™**





**STAR
WARS™**



Hit Points

20

Defense

12

Attack

+2

Damage

20

Special Abilities

Droid (Immune to critical hits; not subject to commander effects)

Charging Fire (Replaces turn: Can move up to 12 squares, then attack)

Synchronized Fire (Droid characters who combine fire with this character grant +6 Attack instead of +4)



A stronger, more durable battle droid packed in a reinforced shell.

**STAR
WARS™**



STAR
WARS™



Hit Points

30

Defense

15

Attack

+6

Damage

10



Special Abilities

Unique

Droid Mark (When this character activates, you may choose an allied Droid character within 6 squares. Until the start of the next round, that character gains **Draw Fire** (If an enemy targets an ally within 6 squares of this character, you may force that enemy to target this character instead if it can; save 1)).

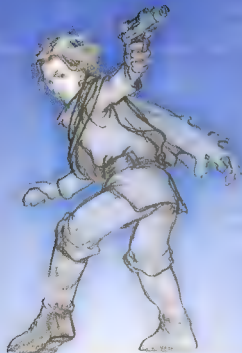
Droid Reinforcements 20 (During setup, after seeing your opponent's squad, you can add up to 20 points of non-Unique Droid characters to your squad)

Repair 20 (Replaces attacks: touch; remove 20 damage from 1 Droid character)

A consummate industrialist and Separatist supporter, Wat Tambor is Foreman of the Techno Union.

STAR
WARS™

**BOBA FETT,
YOUNG MERCENARY**



**STAR
WARS™**



**BOBA FETT,
YOUNG MERCENARY**

17

Hit Points

40

Defense

15

Attack

+8

Damage

10

Special Abilities

Unique

Accurate Shot (Can attack an enemy with cover even if it's not the nearest enemy)

Bounty Hunter +4 (+4 Attack against Unique enemies)

Double Attack (On his turn, this character can make 1 extra attack instead of moving)



Now on the run, Boba Fett hates both the Republic and the Separatists for the death of his father, Jango

**STAR
WARS™**

CHAGRIAN MERCENARY COMMANDER



STAR WARS



CHAGRIAN MERCENARY COMMANDER

13

Hit Points

40

Defense

16

Attack

+8

Damage

10

Commander Effect

Each follower within 6 squares who scores a critical hit gets +20 Damage on that attack. (Add the bonus damage after multiplying.)



This Chagrian leads a band of blasters-for-hire, selling his services to the highest bidder.

STAR WARS



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DEVARONIAN SOLDIER



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DEVARONIAN SOLDIER

9

Hit Points

10

Defense

15

Attack

+4

Damage

20



This soldier of fortune favors his own skin above either Republic or Separatist ideals.

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Hit Points

10

Defense

13

Attack

+6

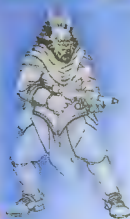
Damage

10

Special Abilities

Disintegration (If this character rolls a natural 20 on an attack, the target is defeated)

Heavy Weapon (Can't attack and move in the same turn)



Usually operating beyond civilized space, this Gotal was attracted by the opportunities of the Clone Wars.

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DEVARONIAN SOLDIER



STAR WARS™



HUMAN MERCENARY

11

Hit Points

30

Defense

14

Attack

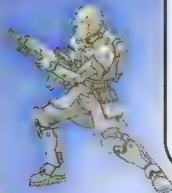
+6

Damage

20

Special Abilities

Mercenary (This character can move only if he cannot make an attack from his starting space)



All species provide soldiers willing to profit from the Clone Wars.

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**IKTOTCHI TECH
SPECIALIST**



**STAR
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**IKTOTCHI TECH
SPECIALIST**

14

Hit Points

20

Defense

12

Attack

+4

Damage

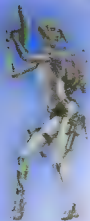
20

Special Abilities

Door Gimmick (At the end of her turn, this character can designate 1 door that she can see as open; it remains open until the end of this character's next turn, or until she is defeated)

Repair 10 (Replaces attacks: touch; remove 10 damage from 1 Droid character)

Industrial Repair 10 (Replaces attacks: touch; remove 10 damage from 1 character with **Mounted Weapon**)



The Iktotchi are renowned as mechanics, engineers, and tech specialists of all kinds.

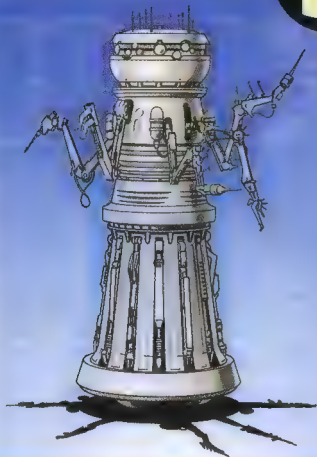


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**STAR
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Hit Points

30

Defense

11

Attack

+0

Damage

0

Special Abilities

Droid (Immune to critical hits; not subject to commander effects)

Emergency Life Support (Adjacent non-Droid allies gain **Avoid Defeat** [Whenever this character would be defeated, make 2 saves, each needing 11; if both succeed, this character has 10 Hit Points instead of being defeated])

Heal 10 (Replaces attacks: touch; remove 10 damage from a non-Droid character)



The FX-series medical droid diagnoses and treats all types of injuries.

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NAUTOLAN SOLDIER



**STAR
WARS™**



NAUTOLAN SOLDIER

8

Hit Points

10

Defense

12

Attack

+4

Damage

10

Special Abilities

Double Attack (On his turn, this character can make 1 extra attack instead of moving)

Some of the amphibious Nautolans sell their military expertise to whichever side offers the most credits



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**STAR
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Hit Points

40

Defense

13

Attack

+0

Damage

0

Special Abilities

Unique

Dominate (Replaces turn: Target non-Droid character takes an immediate turn, which does not count as one of your 2 activations this phase, even if it has already been activated this round; save 11. The target character cannot move this turn.)



*Staff Aide to Supreme Chancellor Palpatine,
Sly Moore comes from Umbara.*

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Hit Points 60

Defense 14

Attack +4

Damage 10

Special Abilities

Unique

Melee Attack (Can attack only adjacent enemies)

Commander Effect

Utapau followers within 6 squares gain **Double Attack** (On its turn, this character can make 1 extra attack instead of moving).



This Utapau administrator openly works with the Separatists but secretly aids the Republic.

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UTAPAUN SOLDIER



UTAPAUN SOLDIER

10

Hit Points

20

Defense

16

Attack

+5

Damage

20



Caught between the Republic and the Separatists, these soldiers fight to protect their world.

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UTAPAUN SOLDIER



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UTAPAUN SOLDIER

10

Hit Points

20

Defense

16

Attack

+5

Damage

20



*Caught between the Republic and the Separatists,
these soldiers fight to protect their world.*

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**STAR
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Hit Points

40

Defense

14

Attack

+6

Damage

20

Special Abilities

Double Claw Attack (On its turn, this character can make 1 extra attack instead of moving; both attacks must be against adjacent enemies)

Rend +20 (If both of its attacks hit the same adjacent enemy, this character's second attack gets +20 Damage)



Yuzzem are known for great strength and unpredictable tempers.

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ZABRAK FRINGER



STAR
WARS™



ZABRAK FRINGER

11

Hit Points

10

Defense

12

Attack

+0

Damage

0

Special Abilities

Flamethrower 10 (Replaces attacks: range 6; 10 damage to target and to each character adjacent to that target)



This Zabrax's loyalty can be bought for the right price.

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**ANAKIN SKYWALKER,
SITH APPRENTICE**



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**ANAKIN SKYWALKER,
SITH APPRENTICE**

39

Hit Points

120

Defense

19

Attack

+13

Damage

20

Special Abilities

Unique (Counts as Darth Vader)

Double Attack (On his turn, this character can make 1 extra attack instead of moving)

Loner (+4 Attack if no allies are within 6 squares)

Melee Attack (Can attack only adjacent enemies)

Force Powers

Force 4

Force Grip (Force 1, replaces attacks: sight; 10 damage)

Lightsaber Riposte (Force 1: When hit by a melee attack, this character can make an immediate attack against that attacker)

Sith Rage (Force 1: +10 Damage on all attacks this turn)



Ambitious and headstrong, Anakin embraces the dark side and transforms into an agent of evil.

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**STAR
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Hit Points

60

Defense

17

Attack

+7

Damage

10

Special Abilities

Lightsaber (+10 Damage to adjacent enemies)



The Emperor has a use for those who demonstrate talent in the dark side of the Force.

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Hit Points

140

Defense

21

Attack

+14

Damage

20

Special Abilities

Unique

Double Attack (On his turn, this character can make 1 extra attack instead of moving)

Melee Attack (Can attack only adjacent enemies)

Force Powers

Force 4

Force Burst (Force 2, replaces turn: 10 damage to all other characters within 6 squares)

Sith Grip (Force 2, replaces attacks: sight; 20 damage)

Sith Rage (Force 1: +10 Damage on all attacks this turn)



His fall to darkness complete, Anakin Skywalker becomes Darth Vader!

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**EMPEROR PALPATINE,
SITH LORD**



**STAR
WARS™**



**EMPEROR PALPATINE,
SITH LORD**

62

Hit Points

130

Defense

20

Attack

+15

Damage

20

Special Abilities

Unique

Betrayal (On an attack roll of 1 against this character, the attacking enemy joins this character's squad until the end of the skirmish)

Execute Order 66 (Cannot be targeted by characters with **Order 66**)

Melee Attack

Triple Attack (On his turn, this character can make 2 extra attacks instead of moving)

Force Powers

Force 6

Lightsaber Assault (Force 1, replaces attacks: Make 2 attacks)

Sith Lightning 30 (Force 2, replaces attacks: range 6; 30 damage)

Commander Effect

Your squad may include characters with **Order 66**.



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**STAR
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Hit Points
30
Defense
17
Attack
+8
Damage
20
Special Abilities

Emperor's Bodyguard (If Emperor is an adjacent ally and would take damage from an attack, this character can take the damage instead)

Melee Attack (Can attack only adjacent enemies)



An elite personal guard devoted to protecting the Emperor from all threats.

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